### Drawings:

FIG. 1

REPORTER Learning Process

1 of 12

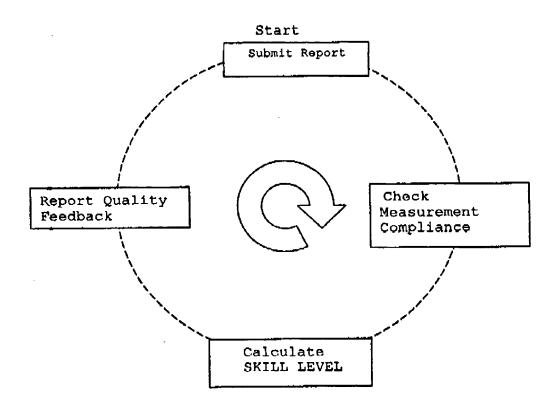
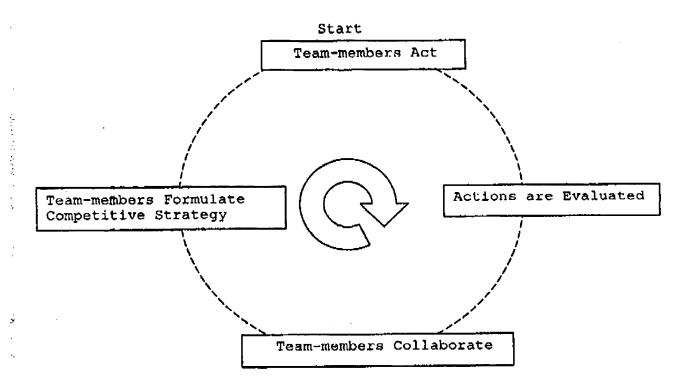


FIG. 2 Team-member Learning Process 2 of 12



Containment Diagram Showing Abstract Objects

|   | REPORTER        |   |
|---|-----------------|---|
|   |                 |   |
|   | SKILL LEVEL     |   |
|   |                 |   |
|   |                 |   |
|   | CONTEST         |   |
|   | PLAYER          |   |
|   |                 |   |
|   | POSSESSION      |   |
|   |                 |   |
| _ | ASPECT          | ٦ |
|   | ERROR CORECTION | 7 |

Reporter Administration System Registration Mechanism 100 Login Mechanism 200 Sign-up Mechanism 300 Report Management System Capture Mechanism 400 Parser Mechanism 500 Filter Mechanism 600 Assembly Mechanism 700 Scoring Mechanism 800 Publishing Mechanism 900 Quality Feedback System QC Mechanism 1000 Email Mechanism 1100 Chat Mechanism 1200

FIG. 5 Representative ASPECT Report 5 of 12

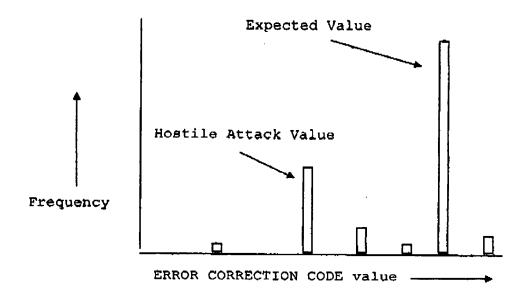


FIG. 6 Reporting System/PLAYER Interaction 6 of 12

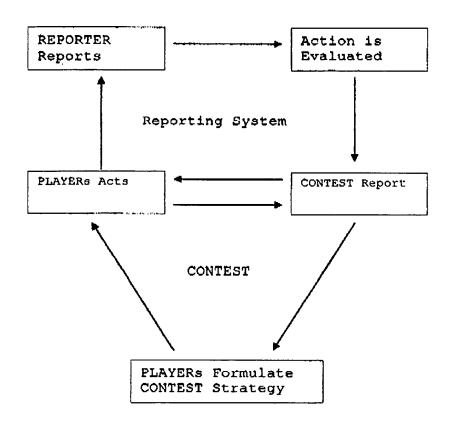
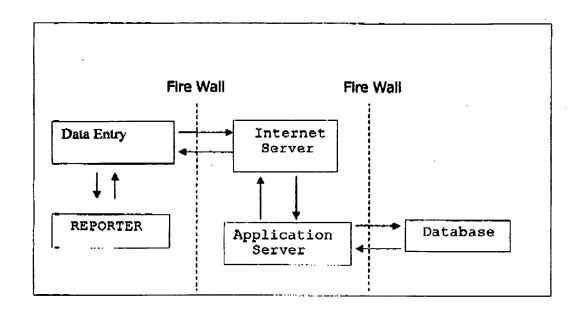
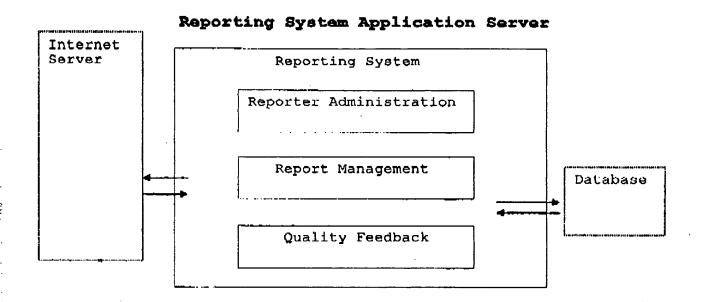
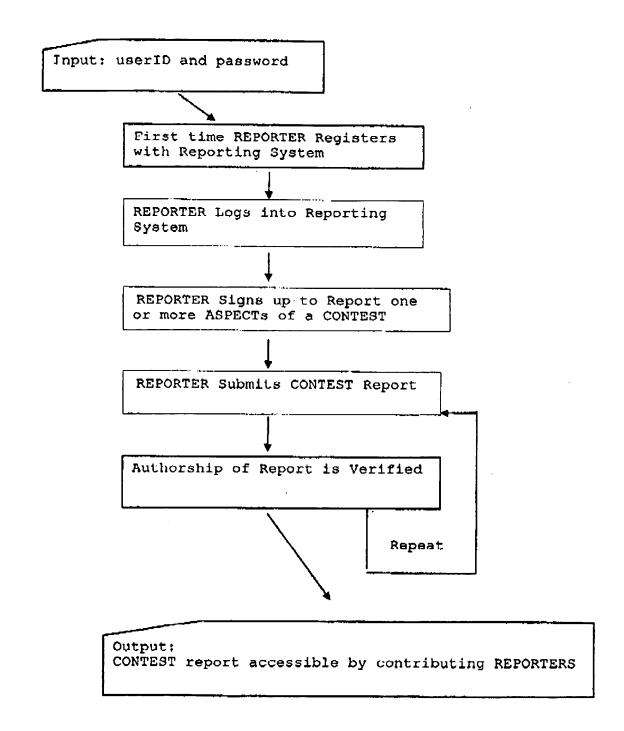


FIG. 7 Reporting System Configuration 7 of 12

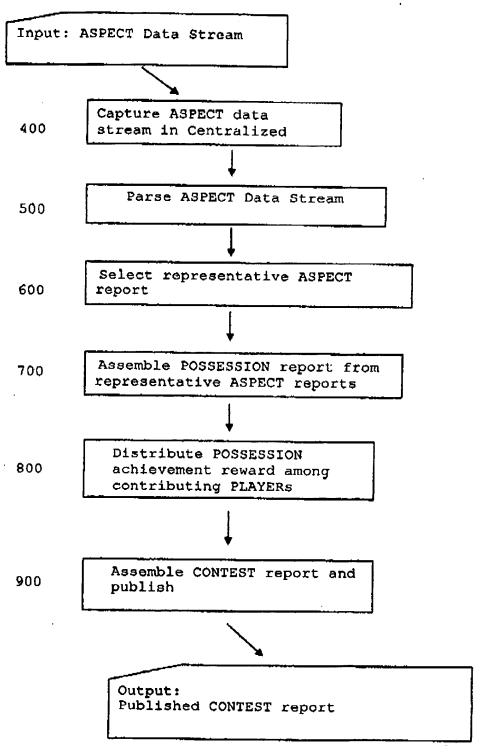




# FIG. 9 Reporter Administration Process 9 of 12



51



### FIG. 11 Quality Feedback Process Sequence 11 of 12

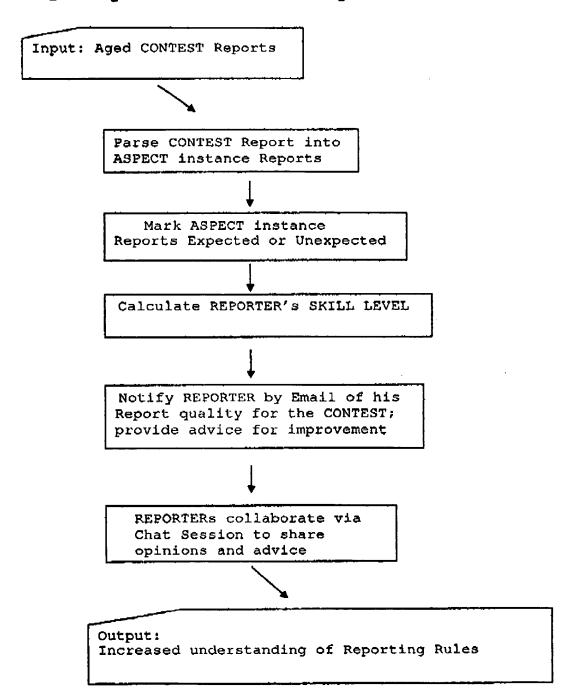


FIG. 12 PLAYER managed Reward System 12 of 12

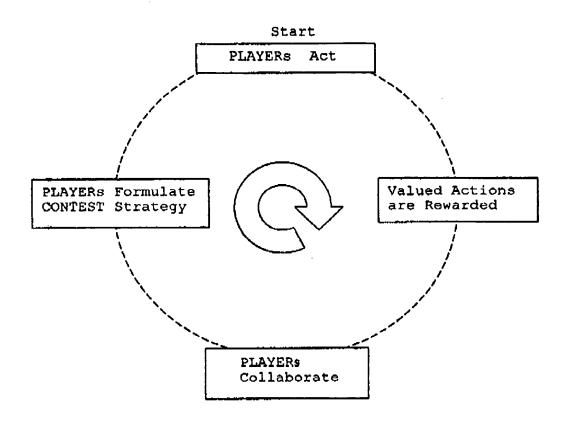


FIG. 1

REPORTER Learning Process 1 of 12

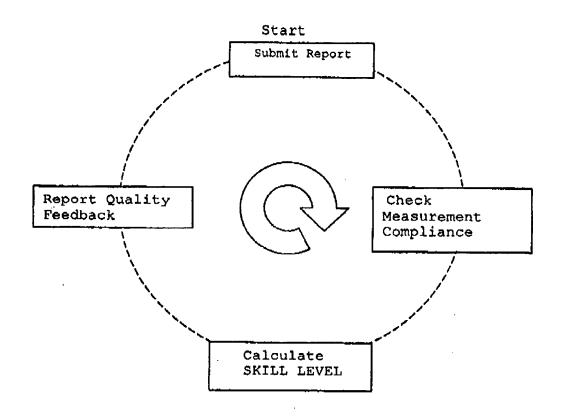
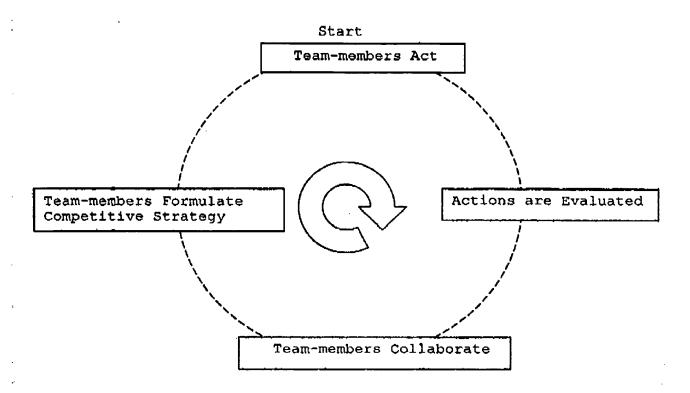


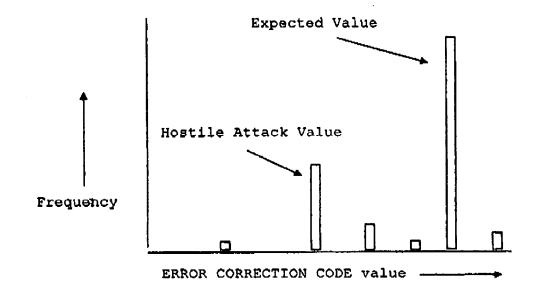
FIG. 2 Team-member Learning Process 2 of 12



# Containment Diagram Showing Abstract Objects

| REPORTER             |
|----------------------|
| SKILL LEVEL          |
| <br>CONTEST          |
| PLAYER               |
| POSSESSION           |
| ASPECT               |
| ERROR CORECTION CODE |

Reporter Administration System Registration Machanism 100 Login Mechanism 200 Sign-up Mechanism 300 Report Management System Capture Mechanism 400 Parser Mechanism 500 Filter Mechanism 600 Assembly Mechanism 700 Scoring Mechanism 800 Publishing Mechanism 900 Quality Feedback System QC Mechanism 1000 Email Mechanism 1100 Chat Mechanism 1200



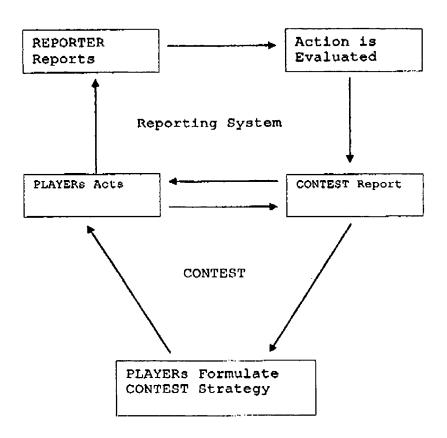
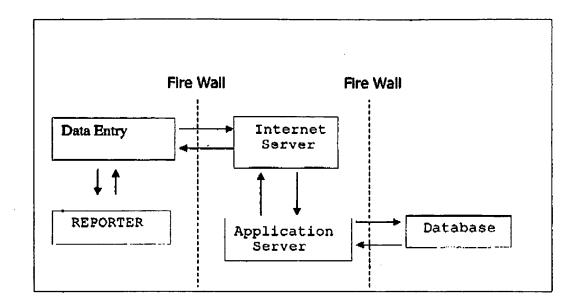


FIG. 7 Reporting System Configuration 7 of 12



# Reporting System Application Server Reporting System Reporter Administration Report Management Database Quality Feedback

# FIG. 9 Reporter Administration Process 9 of 12

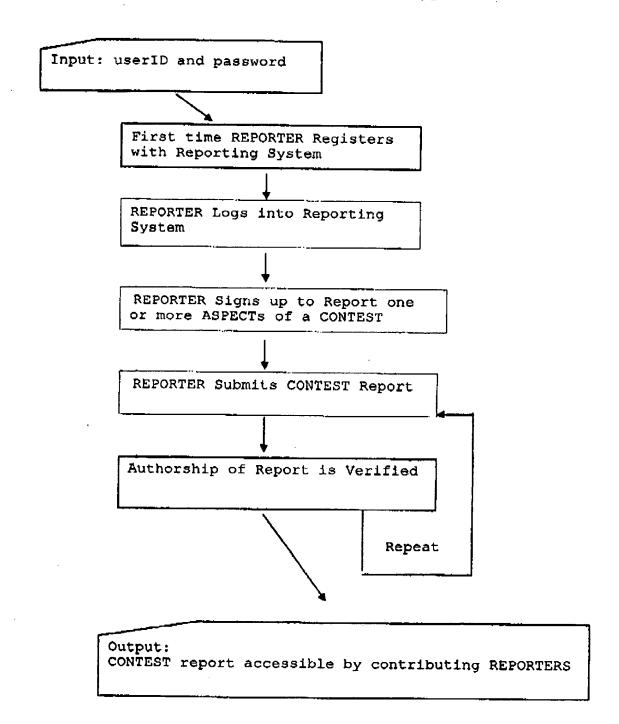
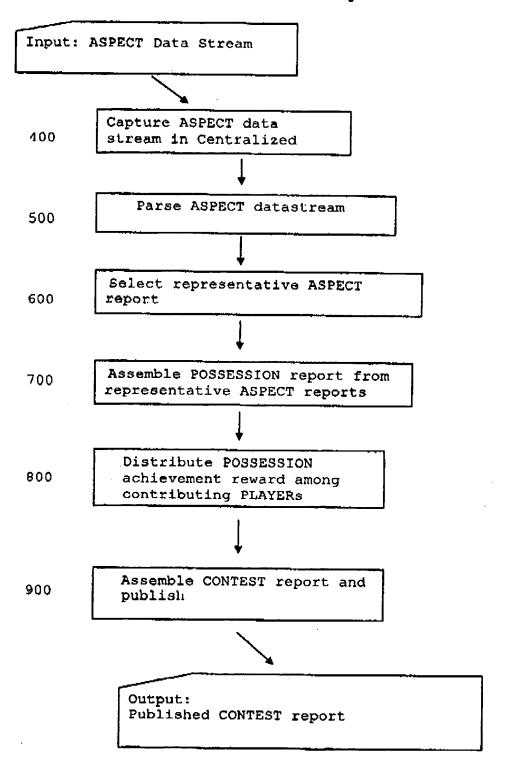


FIG. 10 Report Management Process Sequence 10 of 12



# FIG. 11 Quality Feedback Process Sequence 11 of 12

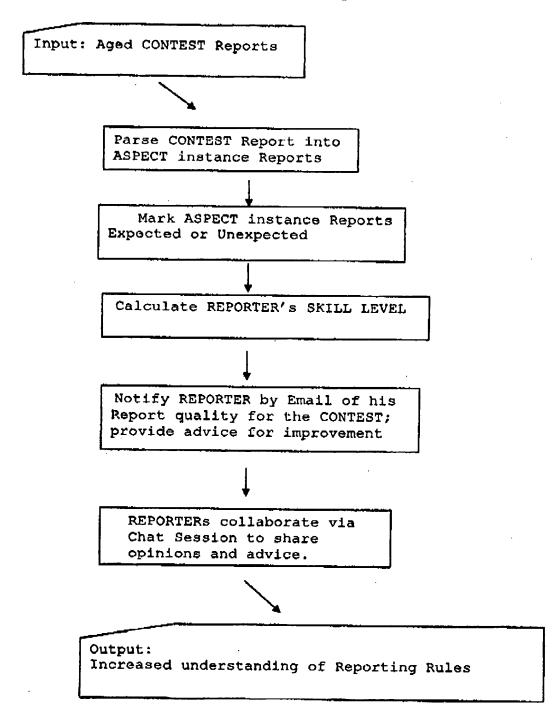
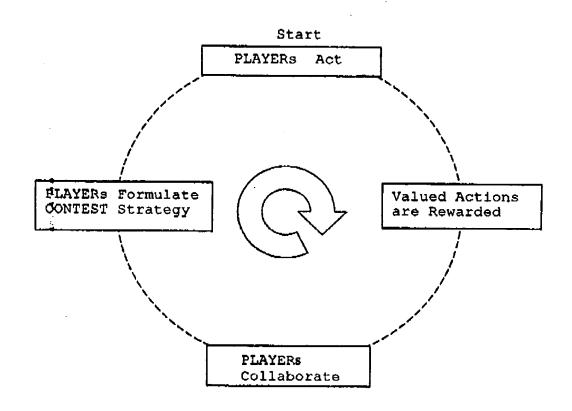


FIG. 12 PLAYER managed Reward System 12 of 12



# This Page is Inserted by IFW Indexing and Scanning Operations and is not part of the Official Record

# **BEST AVAILABLE IMAGES**

Defective images within this document are accurate representations of the original documents submitted by the applicant.

Defects in the images include but are not limited to the items checked:

| ☐ BLACK BORDERS   |
|---|
| ☐ IMAGE CUT OFF AT TOP, BOTTOM OR SIDES                 |
| ☐ FADED TEXT OR DRAWING                                 |
| ☐ BLURRED OR ILLEGIBLE TEXT OR DRAWING                  |
| ☐ SKEWED/SLANTED IMAGES                                 |
| ☐ COLOR OR BLACK AND WHITE PHOTOGRAPHS                  |
| ☐ GRAY SCALE DOCUMENTS                                  |
| LINES OR MARKS ON ORIGINAL DOCUMENT                     |
| ☐ REFERENCE(S) OR EXHIBIT(S) SUBMITTED ARE POOR QUALITY |
|   |

# IMAGES ARE BEST AVAILABLE COPY.

OTHER:

As rescanning these documents will not correct the image problems checked, please do not report these problems to the IFW Image Problem Mailbox.